# MEETING MINUTES: SUMO DIGITAL GROUP PROJECT

**Date of Meeting : 13thth February 2019**

**Time of Meeting : 11:25am – 11.55am**

Attendees:- Fraser King, Mircea Lazar, Harry Wadman

Apologies from:- Sion Williamson, Mihai Giurea

## Item One - Post-mortem of Previous Week

Last week’s sprint focused on the implementation of a proof of concept regarding the game’s core movement mechanic. As part of the team jam that commenced on the 6th February, the team successfully achieved this objective, resulting in the creation of a modular Unity player character controller. This immediately allows the team’s designers to fine-tune the movement characteristics of the player character from the publicly exposed variables available in the Unity editor.

Furthermore, the team also carried out several research tasks both inside and outside of the jam environment – the bi-product of this research is available under the ‘Research’ folder in the group’s repository. The overall quality of the work completed in the previous sprint was very high and we are collectively happy with the progress achieved. To summate, the objective of the previous sprint was achieved.

## Item Two – Tasks for the Current Sprint

The task breakdown for Sprint 3 is as follows:

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| --- | --- | --- |
| **Team Member** | **Task Title(s)** | **Est.Time** |
| Fraser King | 1. As part of the jam, create the main project information document. 2. As part of the jam, test and iterate on the player variables. 3. As part of the jam, research and document core elements of the roguelike experience. 4. Create a master list of potential enemy design | 1. 45m 2. 45m 3. 2h 4. 2h |
| Mircea Lazar | 1. As part of the jam, archive and download all the assets inside the project folders 2. As part of the jam, create an asset list. 3. As part of the jam, research and document core elements of the roguelike experience 4. Create a master list of potential environment elements | 1. 2h 2. 45m 3. 45m 4. 2h |
| Harry Wadman | 1. As part of the jam, create a shell for the procedural generation algorithm. 2. As part of the Jam, create required data structures for the procedural generation algorithm 3. Create a research document on "game feel" mechanics implementation | 1. 2h 2. 45m 3. 2h |
| Mihai Giurea | 1. Create a Research document on UI and UX | 1. 2h |
| Sion Williamson | 1. Create a proof of concept Unity project for the AI | 1. 2h |

## Item Three – Objective of the Current Sprint

The primary objective of this week’s sprint is to implement a shell script that controls the procedural generation of the game’s dungeons. Once this shell script has been implemented, the only large programming hurdle that remains is the implementation of AI – this is also being developed in a tertiary manner by Sion as a remote task, due to his absence from the jam (a simple Unity proof of concept project is being developed).

Moreover, further isolation on available assets is to be conducted this week, with the creation of specific asset contributor lists and asset archival to allow for future importing and referencing of assets to be simplified.

Furthermore, research is to be conducted on the specific implementation of numerous ‘Game Feel’ scripts, specifically in reference to the following video - <https://www.youtube.com/watch?v=AJdEqssNZ-U>. The conclusion of this research should illustrate any potential implementation issues with any of the aforementioned scripts.

**Meeting Ended :- 11.55am**

**Minute Taker:- Fraser King**